RAGGAMOFFYN

Raggamoffyns are mysterious constructs composed of animated scraps and bits of cloth, metal, or other refuse from civilized societies, particularly those where magic is common. Raggamoffyns tend to cluster together, operating as much in secret as possible, taking control of selected hosts to further their agendas

Spontaneous Arcana. Unlike other constructs, a raggamoffyn is not the result of any deliberate act of creation. Rather, it is formed when leftover magical energy interacts with inanimate objects. The exact process is not well understood and most attempts to recreate it seem to end in failure. Many scholars theorize that there is an element of the raggamoffyn genesis we simply have no means of understanding, yet.

Parasitic Fashion. Raggamoffyns, above all else, seek to acquire a host they can dominate and bend to their will. It is through controlling others that they are able to further their schemes. Often the will of a raggamoffyn will lead to a captured host getting into varying degrees of trouble, only for the raggamoffyn to flee when things go bad leaving the victim to take any blame. Because raggamoffyns need strong hosts to do their bidding, they very rarely cause harm to creatures they see as potential vessels.

Diverse Materials. As constructs formed from all manner of odds and ends, the appearance of a raggamoffyn is always unique. In some cases, bits of trash might

animate to a cohesive form, while in others the creature's body might be made from old weapons or scraps of treasure.

Mysterious Goals. Since they are not capable of speech and seem only interested in organizing secretly, nobody really knows the true goal of most raggamoffyn societies, or if they even consider themselves as part of a society for that matter. The observed goals of most raggamoffyns seems to be creating more of their kind. By dominating a host body, they are then able to access and destroy magical items while collecting their scraps in order to bring about the creation of more raggamoffyns. Whether this is merely done out of a desire to propagate their kind, or if there is some larger scheme at work, nobody knows.

Raggamoffyn

Medium construct, neutral

Armor Class - 15 (natural armor)
Hit Points - 39 (6d8 + 12)
Speed - 30 ft., fly 30 ft.

STR 14 (+2)
DEX 16 (+3)
CON 14 (+2)
INT 10 (+0)
WIS 15 (+2)
CHA 17 (+3)

Skills Stealth +5
Damage Resistances bludgeoning
Damage Immunities poison
Condition Immunities charmed, exhaustion, poison, paralyzed, sleep, stunned
Senses passive Perception 12
Languages cannot speak but understands Common
Challenge 2 (450 XP)

Proficiency Bonus +2

Traits

Wrapped Defense.
When the raggamoffyn grapples another creature, that creature is entirely encased within the ragamoffyn's form and the two creatures share single space. While grappling a creature, the raggamoffyn takes only half the damage dealt to it (rounded down) and that creature takes the other half.

Actions

Slam.
Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.
Hit: 7 (1d8 +3) damage and if the target is large or smaller it is grappled (escape DC 14).

Control Host.
The raggamoffyn attempts to magically dominate a creature it has grappled. The target must succeed on a DC 14 Wisdom save or be charmed by the raggamoffyn. While charmed in this way the raggamoffyn can use an action on each of its turns to maintain complete and precise control over the victim. This domination ends if the raggamoffyn stops grappling the creature or if it chooses to end the effect using a bonus action.

Suffocate.
The raggamoffyn begins suffocating a creature it has grappled. If the creature needs to breathe, it is unable to do so as long as it is grappled by the raggamoffyn.

Mending.
This raggamoffyn magically repairs a single break or tear in an object it touches, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, it mends it, leaving no trace of the former damage.

Variant: Shrapnyl Raggamoffyn

Some raggamoffyns are made from discarded weapons and magical metal refuse. Such constructs have an AC of 17, and gain the following action:

Cloud of Steel (Recharge 6).
The shrapnyl explodes into a cloud of flying, sharp debris. Every creature within 10 feet takes 27 (5d10) piercing damage, or half as much on a successful DC 14 Dexterity saving throw. This attack instantly frees a creature grappled by the shrapnyl and that creature takes no damage from this attack.